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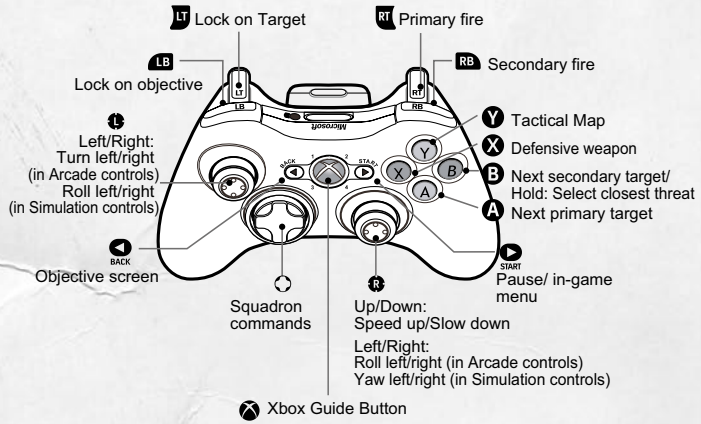
CONTROLS

You can choose either Arcade or Simulation controls from the Options menu.



* Directional pad controls:

Up: Send wingmen in attack. Each press sends an extra wingman in attack, up to three.

Right: Order Cowboy to use his Ace Attack ability (attack selected enemy group).

Left: Order Teach to use his Taunt ability (all enemies currently engaging you will engage Teach instead).

Down: Call wingmen to defend you. Each press calls an extra wingman in defense, up to three

* Landing gear: Click the left and right sticks at the same time to extend or retract the landing gear.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

Blazing Angels® 2: Secret Missions of WWII centers on a group of three elite pilots, assembled from the beginning of the war into a special, secret team with one purpose: to take on the most difficult missions around the globe and solve any crisis that normal pilots couldn't handle. Created in early 1940 by the American government (theoretically not involved in the war at the time), the clandestine team works under the code name Operation Wildcard and is not bound by any rule. The three very different and quite colorful pilots, often helped by a fourth person – a British spy who handles operations on the ground – are not subordinate to any specific army and can move at any time, to any place or any army where they are needed. They're special and are treated as such: any plane they want, they get, and any brand-new technology that appears over the course of the war they have access to, even if this sometimes means snatching it themselves from the hands of the enemy. Prototype jet fighters and prototype weaponry, like sound-guided missiles or the even more exotic Tesla coil, are all available to them and are all needed, since their missions put them in the most perilous situations imaginable.

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YOUR GAMER PROFILE

When you play the game for the first time, you will be asked to create a gamer profile. The gamer profile contains information such as your name, your campaign advancement, the number of planes you have unlocked, and your rewards, stats, and game achievements. Progress is automatically saved to your gamer profile after each mission and also when you achieve something new or change your settings. The name of your gamer profile is also used in the System Link multiplayer mode.

You can have multiple gamer profiles on an Xbox 360 console, but only one gamer profile can be active at a time.

MAIN MENU

Campaign: Lead the Blazing Angels in some of the most top-secret missions of WWII. This game mode is the "meat" of the single-player experience.

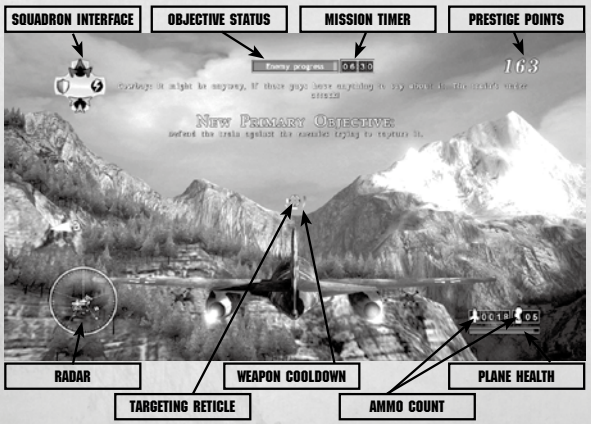
Options: Customize the game experience, setting up the controls, music, and sound FX.

Multiplayer: Face your friends on Xbox LIVE, in Split Screen, or on System Link.

Bonus Menu: From this menu you can access gameplay tips and hints, weapon info, and unlocked cut-scenes.

Hangar: In the hangar you can check out all the planes you have unlocked and customize their looks.

INTERFACE



THE BLAZING ANGELS

In Blazing Angels® 2: Secret Missions of WII, the squadron is one of your most valuable assets. You can issue orders to your wingmen using the directional pad.

Edward "Teach" Thatcher

Teach is a British veteran who, after spending a lot of time instructing young pilots, has gotten into the habit of watching out for his teammates.

Teach's special command is Taunt. If you select the Taunt command, Teach will taunt all enemies currently attacking you so that they temporarily attack him instead. You will then be able to fly freely for a short period of time.

This specific command is possible only if Teach's special icon is lit. After the command is used, the icon will empty and then slowly refill.

If Teach's icon isn't lit, the Taunt command is unavailable.

Lieutenant Miles "Milo" Winchester

Skilled both as a pilot and as an engineer, Milo is a very useful member of the team, even though he may not be the bravest and most selfless member.

Milo's special ability is passive, not controlled by you. At certain moments during missions, if your plane is damaged, Milo will be able to give you some advice for in-flight repairs. This will repair your plane, to a certain extent.

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Lieutenant James "Cowboy" Thorpe

The youngest member of the team is also the best fighter, but unfortunately his skills are more than matched by his cockiness and carelessness.

Cowboy's specific command is Ace Attack. If you give Cowboy the Ace Attack command, he will go all-out on the target indicated and all other enemies in the target's formation. Usually Cowboy can shoot down at least three or four enemies in the short time he is in this mode.

This specific command is possible only if Cowboy's special icon (a lightning bolt) is lit. After the command is used, the icon will empty and then slowly refill.

If Cowboy's lightning icon isn't lit, the Ace Attack command is unavailable.

QUICK TIPS

1. When you speed up, turning is slow. Brake to make tighter turns, then speed up to catch your opponents.
2. If an enemy is shooting at you, the best way to spoil their shot is to speed up and move unpredictably.
3. Learn to use the Lock On Target feature; it helps you keep your eye on the target at all times, even when it is behind you. This is helpful when you want to use a weapon that doesn't shoot directly forward, like a defensive weapon or a bomb. It is also helpful in normal situations, since by knowing exactly what your target is doing you can make better decisions.
4. If someone shoots at you, use the Select Closest Threat feature to make the closest threat your target, then use the Follow camera to see it.
5. Use your wingmen, or the missions will be much harder.
6. Using the defensive weapons can get you out of very difficult situations by forcing your opponents to disengage and sometimes even destroying them.
7. Always read the mission objectives carefully. During missions, watch the status of the objectives and the time limits that sometimes come into play.

SECRET MISSION LOCATIONS

Cairo

The Allies' main base in Africa was safe for the duration of the war, even though Erwin Rommel's Afrika Korps got as close as 150 miles from the city. If, however, under cover of an ordinary bombing raid, the enemy started a surprise suicide attack on the heart of the city, only a special team could save the day.

Moscow

November 1941. Moscow is under siege and the Red Army, though holding, is outnumbered and outgunned by the Wehrmacht. To improve the morale of his people, Stalin organizes an impressive military parade in the Red Square. A well-targeted attack on the parade could have disastrous results for the Allies, if there isn't someone there to intervene.

China

After being invaded by Japan, China fought a long resistance war that the Allies tried to support as best they could. The United States had a group of volunteer pilots – the famous Flying Tigers – fighting alongside the Chinese even before the attack on Pearl Harbor. However, when a secret enemy base is found in the mountainous region along the Yangtze River, it's not the Flying Tigers who have to deal with it, but an even better prepared group.

Himalayas

The land of mountains and the Tibetan plateau witnessed much during the war – American planes flew close to their operational limits in their efforts to supply Chinese forces, German so-called scientists investigated their supposed ancient roots – and the journey, for anyone taking it, was never less than extremely hazardous. Strong winds, air turbulence, and poor visibility made navigating the mountainous area a serious undertaking, even for the most skilled pilots.

Rome

The Italian government surrendered on September 8, 1943, only five days after the Allied invasion, but this didn't make the road to Rome any easier for the Allies; the Germans kept the territory under occupation and defended every inch of it. In the last days before Rome's fall, there were German officials trying to preserve the city's invaluable historical heritage, but there might also have been some that badly wanted to keep a few of the city's artifacts for themselves.

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MULTIPLAYER GAME MODES

There are three main multiplayer modes in Blazing Angels® 2: Secret Missions of WWII

- **In Solo mode,** every player plays for himself, trying to defeat all others.
- **In Co-op mode,** all players have a common goal, fighting against the AI.
- **In Squadron mode,** teams of up to eight players compete against each other.

All these game modes can be played on Xbox LIVE, on System Link (a network of several Xbox 360 consoles) or on Split-Screen, unless otherwise stated below.

The Solo game modes are:

- **Dogfight:** The classic deathmatch mode, where each player tries to kill all others. Each kill is scored, and the game ends when the predetermined time or score limit is reached.
- **Aces High:** The first player to kill another becomes the Ace. If a player kills the Ace, he becomes the Ace. The Ace starts by being invulnerable for a short time; after this period ends, he must survive for a longer time before becoming invulnerable again. Only the Ace's kills are scored. The game ends when the predetermined time or score limit is reached. This game mode is not available in Split Screen.
- **Seek and Destroy:** To score, a player must kill every other player once. At the beginning, all the players are marked as available targets; after you kill one, it no longer appears marked. If a player crashes into the ground, he will be penalized one target objective – the last player he killed will be marked again. The game ends when the predetermined time or score limit is reached. This game mode is not available in Split Screen.

The Co-op game modes are:

- **Kamikaze:** The enemies are waves of kamikaze fighters; the player's job is to protect a base against their relentless attack. The game is lost if the base is destroyed and won if all enemy waves are defeated.
- **Campaign:** This game mode allows several players to complete the Campaign missions together, playing cooperatively.
- **Skirmish:** This game mode allows several players to complete the Skirmish missions together, playing cooperatively. These are mission where players can explore the maps and engage in combat with no time pressure and no fixed objectives.

The Squadron game modes are:

- **Dogfight:** The classic team-vs.-team deathmatch, where one team tries to outscore the other. Each kill is scored, and the game ends when the predetermined time or score limit has been reached. Friendly fire is optional. This game mode is not available in Split Screen.
- **Assault:** The two teams are split between attackers and defenders of a base. If the attacking team fails to destroy the base before the timer expires, it loses the game immediately. However, if it manages to destroy the base before the timer expires, the second round starts with the roles reversed and the new attacking team must destroy the base faster than the other team did in the first round. This game mode is not available in Split Screen.
- **Kamikaze:** This mode has the same rules as Assault, with one difference: the players on the attacking team have to crash into the enemy targets in order to damage them.
- **Capture the Flag:** Each team has a base, which contains a flag. The members of a team are spawned close to their own flag. In order to capture a flag, a player must fly through the enemy flag and pick it up. In order to win a point, a team must fly through their own flag with the stolen flag.
- **Epic Battles:** Team-based, multi-part scenarios in which teams compete against each other to complete a series of objectives.

MULTIPLAYER SQUADRON COMMUNICATION

In multiplayer, the players are split into squadrons and can only interact (give/receive requests) with members of their own squadron. Also, if voice communication is being used, they can only hear members of their own squadron speaking.

Squadrons are formed automatically from the setup screen of the match.

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COOPERATIVE MULTIPLAYER
(SPLIT SCREEN, SYSTEM LINK, AND XBOX LIVE)

Players can issue requests to other members of their squadron using the directional pad. Any player can issue a request, and any other player can respond to it. If nobody confirms the request for several seconds, the request is ignored. Successive requests can be made only at 30-second intervals.

Directional Pad Up: Repair Me

A player whose plane needs to be repaired can issue this request; the first player to confirm the request will have to perform a repair combo for his comrade. Therefore, the life of the requesting player depends on his wingman performing the repair combo.

Directional Pad Down: Taunt

A player who feels he's being hunted by too many opponents can issue this request. The first player to confirm the request will be automatically selected as target for all enemies currently engaging the requesting player.

ADVERSARIAL MULTIPLAYER
(SYSTEM LINK AND XBOX LIVE)

As in Cooperative Multiplayer, a player issues a request, and another can respond to it. Requests are ignored after a few seconds, and the same player can only make a new request after 30 seconds.

Directional Pad Up: Attack My Target

The first player to confirm the request will automatically switch his target selection to the requesting player's currently selected target (or target group).

Directional Pad Down: Defend Me

The first player to confirm the request will automatically switch his target selection to the closest threat engaging the requesting player.

PLAYING BLAZING ANGELS® 2:
SECRET MISSIONS OF WWII ON XBOX LIVE

Quick Match: This is the fastest and least-complicated method of reaching a game lobby. The route to the lobby is based on criteria including the settings from your last custom match and the quality of service.

Custom Match: A more advanced search for game sessions is possible via Custom Match. You can filter the search by:

- Ranked Match or Player Match.
- Map.
- Game type.
- Game mode.
- Side to fly (Allies/Axis).
- Plane category (early/mid/late war).

Create Match: Create a game and invite friends to your own game session.

Leaderboard: Ordered list of all players available and their stats.

Friends List: Shows the list of all players you have selected as friends. From this screen you can send game invitations, join a friend's game, or remove a friend from the list.

Players List: Players in your session and also the last players you played against are here. From this screen you can add players to the Friends List, mute them, or submit feedback on them.

PLANES OF WWII

Spitfire I

One of the most famous aircraft of the whole war, and arguably the best. The Spitfire Mk. I version dates from 1940 and clashed over Britain with the German 109s.

Me 109 E

The Emil version of the famous Me 109 was an advanced fighter for its time, but it was hampered in the Battle of Britain by poor range, allowing only short combat time before heading home.

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IL-2

One of the most heavily produced aircraft in history, the Russian Il-2 was a very effective and heavily armored ground attacker that had a significant impact on the war on the Eastern Front.

A6M Zero

The Japanese Zero could turn circles around any Allied opposition; its weaknesses were poor roll rate and a tendency to burst into flames at the slightest damage.

FW 190A

The Butcher in the Luftwaffe, the Focke Wulf dominated the skies over France when it first appeared. Excellent speed, roll rate, and firepower made for a very dangerous opponent.

Do-335

Heavy fighter with an unusual push-pull design proved to be an excellent performer, but didn't see enough use during the war because of production delays.

Meteor

While it did not see much action, apart from countering the buzz-bomb menace over England, the Meteor was nevertheless the first Allied jet fighter to reach operational status.

Me 163 Komet

The rocket-powered Komet was a very advanced aircraft for its time and had a great advantage in terms of speed when compared to most other planes, but was so dangerous to operate that more Komets were lost in accidents than in actual combat.

Me 262

Opening a new age in aviation, the jet-powered Me 262 was fast enough to avoid Allied fighters and bore the armament to devastate American bomber formations.

J7W Shinden

Japan's most advanced aircraft of the war, the Shinden was a fast but maneuverable interceptor. Its design was unique, with the wings in canard configuration and the propeller on the rear, in a pusher position.

He 162 Salamander

The second jet-powered aircraft used by the Luftwaffe during World War II was designed to be less expensive than the Me 262, so it was largely made of wood. Even so, it proved to be a good plane, hindered only by the fact that it was rushed through production.

Go 229

The revolutionary Go 229 was a jet-powered flying wing with excellent performance, but it never saw combat in real life.

Vampire

A more advanced jet-powered British aircraft than the Meteor, the Vampire didn't see combat during World War II, but was in use for a long time after it, serving in RAF until 1955.

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SECRET WEAPONS OF WWII

TV-Guided Missiles

A manually guided missile that can be used to attack long-distance targets with perfect accuracy. Skilled pilots can even use it in air combat, sometimes taking out more than one enemy with a single missile blast. The only drawback is that while the pilot is manning the missile his plane is an easy target.

Self-Guided Missiles

A self-guided missile that uses the sound of the target plane's engine to guide itself. It can also be used against ground targets, but cannot self-guide in this case. Unlike modern guided missiles, it is not a smart weapon – it is not locked on the original target and can switch targets in mid-air if another plane intersects its path.

High-Velocity Cannon

Due to the high projectile speed and large caliber, this powerful cannon acts almost like a sniper rifle, allowing instant and sometimes multiple kills, as the projectiles can penetrate several targets in a row. The downside is that, unlike other cannons, it needs to power up for a brief moment before shooting, so the user must make sure the target doesn't evade him in that interval.

Flash Blinder

A defensive weapon consisting of a number of powerful flashbulbs attached to the rear of the plane's wings. When the system is fired, the flashbulbs light up, blinding anyone behind the plane.

Tesla Coil

A very powerful defensive weapon that discharges a disruptive electrical current in the air around the plane, incapacitating any enemy aircraft in its range for a duration of time.

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